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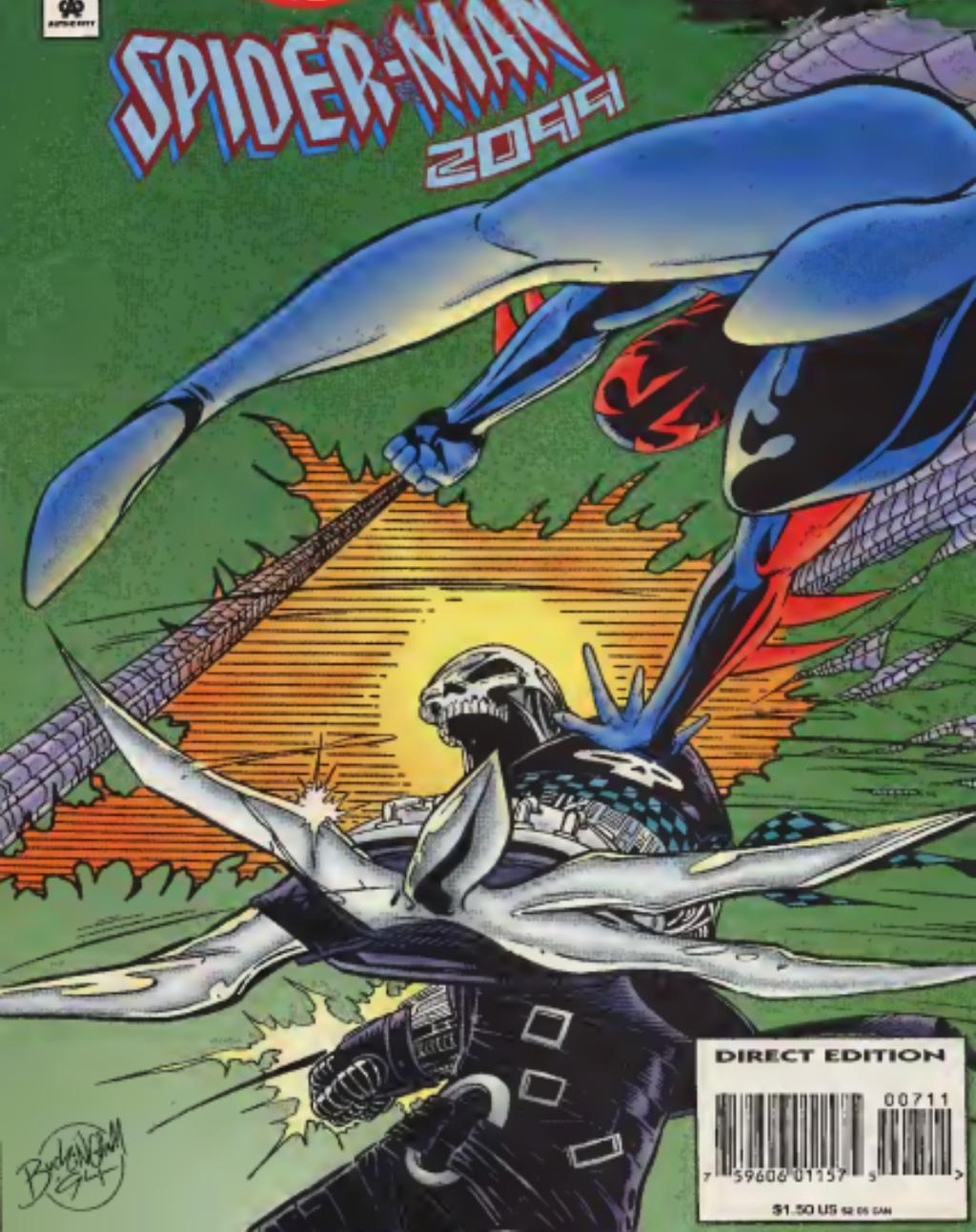
# GHOST RIDER

2099

VS.

# SPIDER-MAN

2099



DIRECT EDITION



7 59608 01157 3

\$1.50 US 92 05 CAN

Buckley  
Sgt

# BEING DAUGHT BY TALKING

HALT!

NEW YORK  
REALLY  
SUCKS.

LEN KAMINSKI  
words

KYLE HOTZ pictures  
STARKINGS/COMICRAFT  
lettering

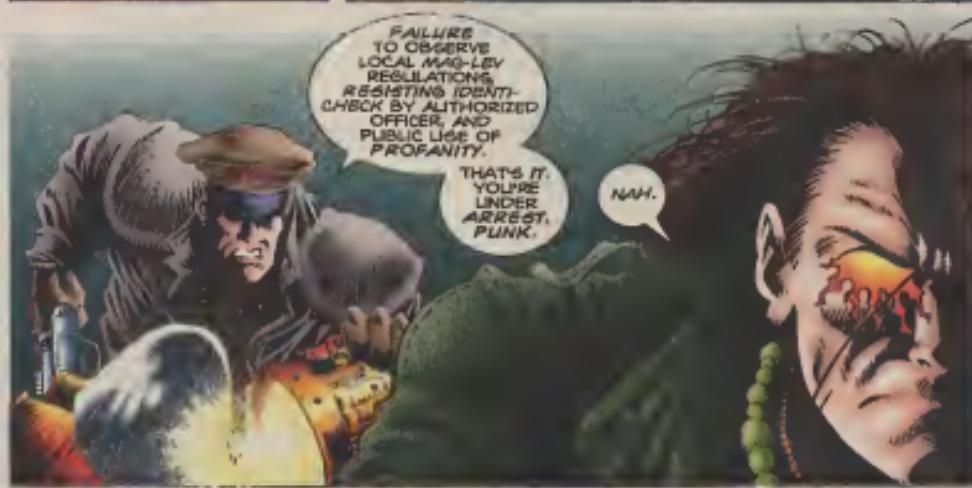
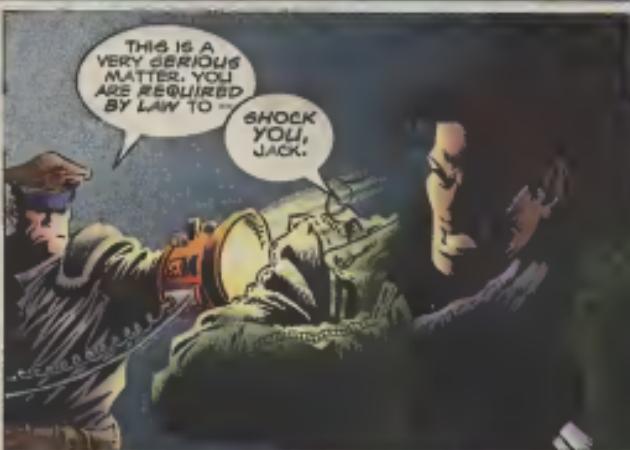
HEROIC AGE/colors

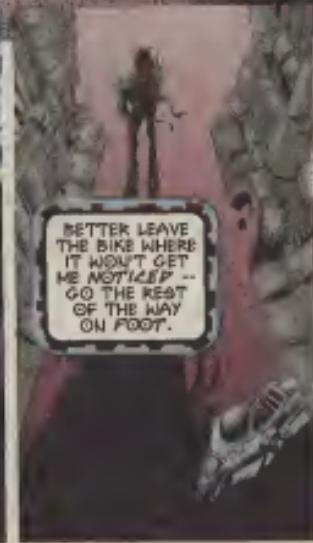
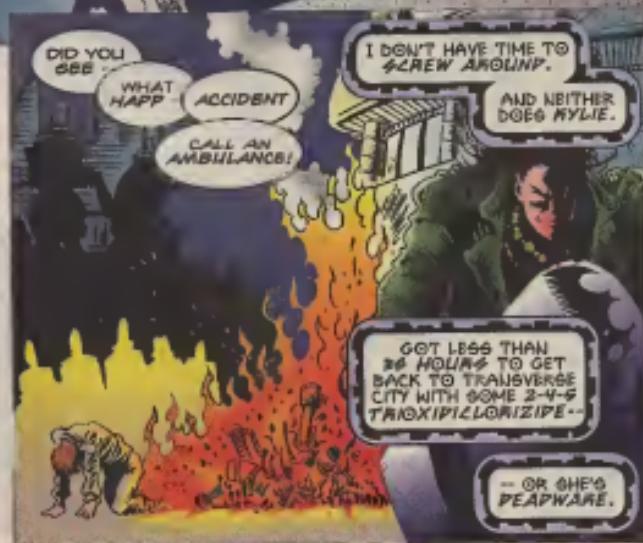
EVAN SKOLNICK editor

BOBBIE CHASE group editor

TOM DePALCO walked  
right through the door

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MAN, HOW  
CAN ANYBODY  
STAND IT  
HERE?

ALL SO  
SHINY AND  
SQUEAKY-  
CLEAN.

MYLAR STREETS  
FULL OF UPSCALE  
SUITS AND THEIR  
FAKE SMILES  
BOUGHT ON  
CREDIT.

MAKES  
MY SKIN  
CRAWL.

THE SON OF  
ODIN SAVES  
THOSE WHO  
BELIEVE!

OH,  
YOU GOT  
TO BE  
KIDDING  
ME...

NOTHING  
TO BUY!

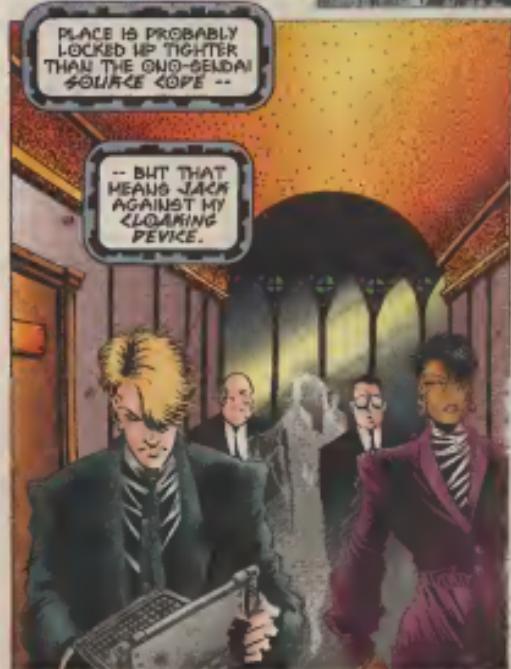
AS  
SEEN ON  
T.V!

EXCUSE  
ME, CITIZEN.

DO YOU  
KNOW WHAT  
CAUSES ALL  
THE WAR AND  
MISERY IN THE  
WORLD?

YEAH.

BITHEADS  
LIKE YOU.



TAKE HOURS  
TO HACK FROM  
OUTSIDE.

BUT FROM  
IN HERE --

-- NOT EVEN  
INTERESTING.



SHH

CHH

KID

DITCH

GO TO  
SHIPPING  
AND  
RECEIVING  
FILES.

FIND OUT  
WHERE THEY  
KEEP THE 2-4-5  
TRIOXIPY-  
LICRIZPE.

YEAH,  
THERE  
IT IS.

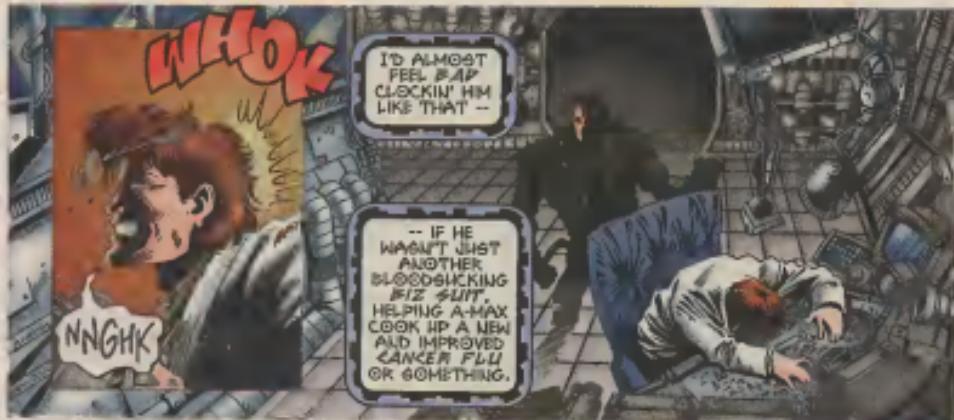
GENETICS  
LAB.

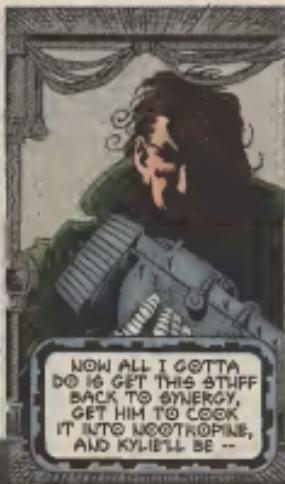
STAFF PRESENTLY  
LOGGED IN O'HARA,  
MIGUEL....

Mm?

WHO'S  
THERE?

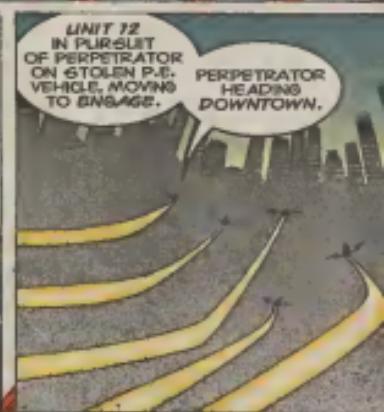








CHODD  
CHODD  
CHODD  
CHODD



DOWNTOWN'S GONNA HAVE ONE HECK OF A MESS TO CLEAN UP...

THAT'S NOT OUR PROBLEM. HOW HE GOT IN HERE IS.

I WANT A FULL SWEEP OF THE BUILDING AND A LEVEL ONE DIAGNOSTIC OF SECURITY SYSTEMS.

DOESN'T CHANGE THE FACT THAT TRICHLORIDE IS TOXIC EVEN IN SMALL QUANTITIES.

THERE'S ENOUGH IN THAT CAN TO TRIPLE DOWNTOWN'S CARCINOMA RATES.

MAH I'D LIKE TO GET MY CLAWS ON THE MORON WHO MADE THIS MESS.

ARE YOU ALL RIGHT, MISTER OHARA?

I'LL LIVE.

THINK I'LL TAKE THE REST OF THE DAY OFF, THOUGH.

AND, ONE STARTLING CHANGE OF CLOTHES LATER...

FAT LOT OF HELP THE PUBLIC EYE'S GONNA BE IF THAT CANISTER BROKE OPEN DOWNTOWN.

THEY CAN'T BE BOthered TO PROTECT PEOPLE WITHOUT FAT CREDIT ACCOUNTS.

OKAY.

PARTICULATE MATTER DETECTOR'LL BE ABLE TO SNIFF OUT TRICHLORIDE MOLECULES DOWN TO THREE PARTS PER MILLION.

IF THAT CANISTER'S DISRUPTED, I'LL HAVE NO TROUBLE FINDING IT.

TOO BAD HE'S BUSY WITH HIS NEW CAREER AS A GREASE SPOT ON THE PAVEMENT BY NOW.



HEY,  
LOOKIT  
WHAT I  
FOUND...

1.25% R&B.%

E SYSTEM  
INTERRUPT...

LOADING  
BIOS RAM...



WOO!  
WHAT IS  
IT?

RUNNING  
DIAGNOSTIC...

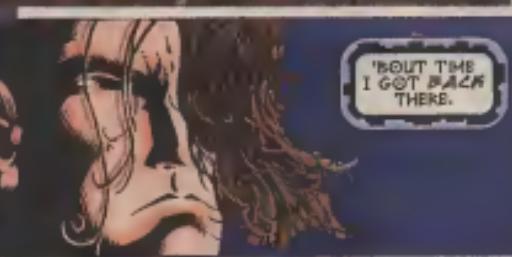
DUNNO.



BUT IT'S  
GOTTA BE  
WORTH  
SOMETHIN'.

IMPACT TRAUMA  
TO ALL SYSTEMS;  
SELF-REPAIR IN  
PROGRESS.

RESUMING  
APPLICATION  
"ZERO  
COCHRANE"...



- BUT  
I DON'T  
THINK THAT  
BELONGS  
TO YOU.

WHAT THE GHOST  
IS THAT? SOME  
KINDA A-MAX  
SUPER-NINJA?

MAN, I  
REALLY HATE  
NEW YORK.

# TARGET LOCK



WAIT A MINUTE!  
THAT'S MY  
MYSTERY  
BURGLAR.

JAMMIT!

WHAT'S  
HE DOING  
BEING NOT  
DEAD?

GIVE  
ME  
THAT!









# SKUNATCH



YEAH?



TOO  
MANY PIECES  
TO DODGE  
AT ONCE --

TWITCH  
AND YOU'RE  
BAZON.

HUNGHK

HE'S  
GOING  
FOR THE  
CANISTER.  
GOTTA --

OH,  
SHOCK --  
BEHIND  
HIM --

-- THE BUILDING'S  
COMING DOWN!"

MAHH!

THRU-MILL

SQUATTERS  
INSIDE...

...NOT  
MUCH OF A  
CHOICE...

C'MON!

SHRAKA  
THUDOM

MOVE!

WHERE'S --

# BULLPEN BULLETINS

## Profile: LARRY MAHLSTEDT

A 14-year comics veteran, Larry Mahlstedt has landed the plum assignment of inking THE AMAZING SPIDER-MAN beginning this month. Larry started out at DC in 1980, winning acclaim for his work on Legion of Super-Heroes. He made the jump to Marvel a few years ago, inking NEW WARRIORS, first over Mark Bagley, then over Danick Robertson. Now Larry has taken on new power and responsibility, as he follows Mark Bagley into Spidey's web!

**Where and when were you born?**  
In Babylon, Long Island, in 1956.

**How did you learn how to draw?**

I was totally self-taught, but one year out of high school, in 1974, I attended the John Blum comic book workshop in New York. I was one of the thirty students in his first class. He didn't show me how to ink, but he taught me the tools and the techniques of comics.

**How did you like John as a teacher?**

He's a great guy. He's very easy-going. It was his first attempt at teaching, and he did pretty well. He showed us how to draw figures, how to lay down muscle, the dynamics of drawing and perspective, the effective use of black, etc.

**Who are some of your artistic influences?**

As far as inking, guys like Klaus Janson, Tony Austin, Joe Rubinstein, Dick Giordano... I look at anybody's stuff and see if there's something in there I can use.

**This must be an exciting time to be working on AMAZING SPIDER-MAN!**

It's going to be awful interesting. There is the potential for a major shake-up. I couldn't have come on the book at a better time, what with the animated series, the big issue #400 coming up, the action figures, the live-action movie whenever...

**Do you have a favorite Spider-Man villain?**

I always thought the Shocker was kind of cool — there's something about the padded insulation in his costume. Then there's the Scorpion... and, of course, the Hobgoblin! What character at Marvel do you want to work on that you haven't? I want to do Dazzlok in the worst way! I hear Danick Robertson is working on a Spider-Man/Deathlok Limited Series — hopefully I'll get to work on that.

**Who was your favorite Beatle or Monkee?**

My favorite Monkee was Mike Nesmith. He was cool — he had a wry sense of humor. And, of course, the wool hat!

**Did you ever wish you had a clone, like Spidey does?**

Yeah — many times! I'd put him to work milking...

**Do you have any hobbies?**

I like to read — I'm big on mystery and horror. I like Robert Parker's Spenser stuff. For humor, I like Robert McCammon. Also, I collect superhero action figures. I have over 100. I'm really looking forward to the new line of Spidey figures — they have some characters I was hoping for, like the Vulture and a new Doc Ock, since the old Doc Ock looked like a wimp!



## HYPE BOX

This month, the Fantastic Four premiere (along with Iron Man) in an all-new animated series called the *Marvel Action Hour*. To commemorate the event, we're launching two all-new comic books based on the TV series — one adapting Fantastic Four stories from the new show, one adapting Iron Man stories.

According to editor Tom Denning, MARVEL ACTION HOUR: THE FANTASTIC FOUR will take stories straight from the TV show, with the major difference being "we will make it look as much like a Marvel Universe comic as possible." Accomplishing this transition from TV to comics is writer Joey Cavalieri and artist Quigley Alcasena.

The stories in the new FF TV show will be based on "all the great old Lee/Kirby stories," Tom said. The first issue starts off with the team's origin — "but with a special twist!" Among the heroes and villains who'll be popping up are the Silver Surfer, the Sub-Mariner, and Galactus.

If you want to learn more about the Iron Man segment of *Marvel Action Hour*, as well as its upcoming toy line, and the "Hands of the Mandarin" crossover, take a look at IRON MAN AND FORCE WORKS COLLECTORS' PREVIEW #1, including the armor even Tony wouldn't build, a chance to win great prizes, and tips on how to become a hot Marvel artist. As a bonus, Tom Morgan's specially-commissioned wraparound cover has hot neon special effects.



## NOW ON SALE

- ALICE COOPER: THE LAST TEMPTATION #3 OF 3: Don't resist the temptation! By Cooper/2nd Wind
- ALADDIN #2: An evilenchanted Aladdin! By Scott/Purcell/Nietzert
- AVENGERS #300: If Heros Is Here... today... will Hercules be gone tomorrow? By Jusko/Jonson/Purcell
- AVENGERS DOUBLE FEATURE #9: Same comic, as above, plus GIANT NAME
- BEAMS & SWIFT-HEAD #6: Get ready for America's Biggest Home Invasion! By Meador/Graham/Parker
- CLASH DESTINE #2: The family that looks bad together, stays together. By Davis/Hammill
- CONAN THE ADVENTURER #6: Meet Beager, the Master of the Dagger! By Thomas/Keyserow
- DOCTOR WHO: CLASSIC COMICS #22: Sorry — no Doctor in this issue!
- DOOM 2099 #2: Tyger Wyld is back! By Moon/Bogdanovic/Hyperbol

- EXCALIBUR #3: Grannies gather around the possessed Night castle! By Cio/Deodato/Cesarini
- GHOST RIDER 2099 #3: It's Ghost Rider vs. Spider-Man — 2099 style! By Kunkel/Hall
- G.I. JOE #54: Hey! Who let all these Cobra agents on this airplane? By Cuneo/Bilotta/Wilcox
- INCREDIBLE HULK #62: He hasn't got it snowed a chance against Hitler! By Davis/Panzica/Rubinstein
- IRON MAN/FORCE WORKS COLLECTORS' PREVIEW: Armor info!
- JUSTICE LEAGUE BALANCE #3 OF 4: Against a supervillain assembly line! By Nease/Brashier/Turner
- MARVEL ACTION HOUR: FANTASTIC FOUR #1: The TV saga of the FF! By Cavalieri/Alcasena
- MARVEL ACTION HOUR: IRON MAN #1: The Mandarin is hungry for a Russian sub! By Fehr/

- MIRRORS/MIRRORS: MARVEL SUPER-HEROES MAGAZINE #2: All-new cover by Frank Miller!
- MARVEL TALES #29: Spidey mops up the floor with the Absorbing Man! By DeFalco/Timino/Layton
- MORBIUS #9: Morbius has got drinking — blood! Instead! By Trujillo/Gimenez
- NOVA #11: It's fantastic fun with Nova, Thing, and Aon Man vs. Dr. Doom's robot! By McFarlane/Trujillo
- PUNISHER #96: A down-and-out singer turns vigilante! It's #1 with a belt! By Remender/Culver
- ROCKO'S MODERN LIFE #6: Newlywed penises—homophony on spring! By Lachowski/Asaro/Flieh
- SABRETOOTH CLASSICS #7: Sabretooth wants to measure himself against Morlock! By L. Simonson/ P. Burchett
- SAVAGE SWORD OF CONAN #90: Conan sits on Kull's throne!

- SPIDER-MAN #52: The Spider-Cide wants vengeance on Veneno! By Mackie/Lyle/Henry
- SPIDER-MAN MAGAHDIE #6: Classic Spider-slayer of the past! Plus Iron Man!
- WARLOCK & THE INFINITY WATCH #4: Count Nefaria is down — but not out! By Arcudi/Ortillo
- WHAT IF #87: Nazis have taken over the world! Captain America to the rescue! By Davis/Carrasco Jr./Diaz
- WOLVERINE: EVOLUTION: Wolveteeths a cult of territorial! By Nicieza/Torres
- X-MEN #36: Gambit and Sabretooth have a score to settle! By Niemczyk/Kubert/Pearl
- X-MEN 2099 #14: Loki, the God of future mischief, returned! By Moore/Lind
- X-MEN TPB: THE DARK PHOENIX SAGA: It's back from the ashes! By Claremont/Syme/Kubert

GONE.  
GREAT.  
JUST  
GREAT.

HE JUST  
BETTER MAKE  
SURE HE NEVER  
SHOWS HIS FACE  
IN THIS TOWN  
AGAIN, OR  
I'LL —

WAS DETAILED  
MONTHLY IN  
SPIDEY 2099'S  
OWN MAG!  
—EVAN

TOOK MORE'N  
AN HOUR TO  
GET BACK TO  
THE FIRE, AND  
ALMOST THAT  
TO GET OUTTA  
THAT STINKIN'  
CITY.

TIME'S  
RUNNING OUT.

IF THAT SPANDEX  
JERKWEED MADE  
ME BLOW SANDOZ'S  
PEAPLINE, I'M  
GONNA COME  
BACK HERE —

— AND SPLATTER  
HIM ALL OVER MY  
WINDSHIELD.

ST. VITUS'S  
DANCETERIA.

I GOT THAT STUFF YOU NEEDED.

OH, THIS WILL DO NICELY.

I CAN HAVE THE NOOTROPING PROCESSED FOR YOU IN TWO HOURS.

WHAT'S THE DAMAGE ON THIS GUNNA BE?



OH, THERE'LL BE PLENTY OF 2-5 TETRAOXIDICLORIDE LEFT OVER FROM FILLING YOUR ORDER... MORE THAN ENOUGH TO COVER MY EXPENSES.

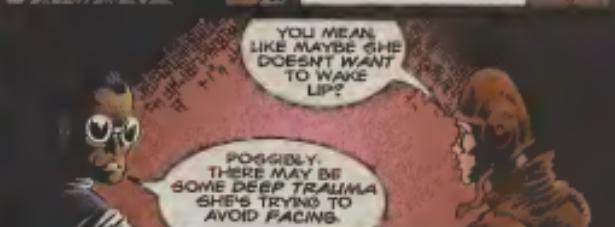
BEYOND THAT, ALL I ASK IS THAT YOU KEEP IN MIND —

-- YOU OWE ME A FAVOR.

DONE.



SHORTLY...



NEXT **The Persistence of Memory**

## STRAIGHT FROM EVAN

We're getting plenty of great mail from you cyberspace, and the verdict is in: we've got ourselves a hit! Keep it coming, and let us know what you like about GHOST 2099, what you don't, and what you want to see in the future!

And, as I mentioned last issue, those of you who regularly cruise the Information Highway might want to drop us an electronic line once in a while. Writer Lee Konkoli is available on CompuServe at UU: #74130.3464, and I'm currently on America Online at Eversoul. You should also check out the AOL comics boards for postings regarding this title. See you in cyberspace, people!

by this comic that brought me back to collecting.

James "Mad Dog" Wilson  
315 West 17th Street  
Bella, WI 53015

Glad to have you back, Mad Dog! As for the Green, well, you and GHOST 2099 artist Kyle Rote have something in common besides this series: Kyle has probably seen more comic books than anyone else except for the director's mother!

Hey Future Easy Writers,

I just read GHOST RIDER 2099 #3, and it was good. It is different from all of the other GHOST RIDER stories I've ever read, and I've been reading GR for most of my life. This new series has gotten off to a great start. Keep up the good work. But before I go, I just want to ask a few questions:

- 1) Will there be a VENGEANCE 2099 or a FLAME 2099?
- 2) Why did Werewolf and Zanomor each think that the other was dead?
- 3) I missed issue #1 — how did Zanomor become GR 2099?
- 4) Is that hellion on GR 2099's dual?
- 5) Could I have a poster of Ghost Rider 2099?

Anthony Tokchuk

17th & 15th OH Unit 45003  
P.O. Box 2774  
Apo, AP 96238

Anthony, here are your answers:

- 1) Not without overwhelming fan requests (hee, hee).
- 2) Because they knew they had stolen something important, and because the Artificial Kids had been hired to hunt them all down.
- 3) After being murdered, Zaro was selected by the artificial entities living in the Ghostworks to have his consciousness downloaded into a super-suit of their design.
- 4) No, there is no hellion in, or, as created GHOST RIDER 2099. The flames around his head is a holographic display (as is the rest of his outfit).
- 5) Hell it's in the works right now! (But, just so you're headed for this, you'll probably have to pay money for it.)

To Lee,

I am so happy with GHOST RIDER 2099. When I got the first issue, I knew it would be very good. I like the "tech talk," a lot. It's really good idea. You can imagine I was happy when you ran that glossary in issue #4.

I like Ghost Rider 2099 because he's a super hero but he still fights cops and has attitude. He's also equipped with state-of-the-art technology — that's why I like him the most. Everything is great about him except that he's, well ... he's too strong for his enemies.

Werewolf and the Hellcrazers were too simple. He wiped both of them out easily. What Ghost Rider needs is enemies who are strong and powerful in him, so they don't die like poor Werewolf. Why don't you have him fight someone of his

own power level ... maybe like Hulk 2099?

Ray Flores  
17984 4th Avenue S  
Seattle, WA 98143

Maybe something like ... but first we gotta figure out who would win!

Dear Lord Writer,

Yeah, that's my suggestion for the GHOST RIDER 2099 letters page title. The GR is the best yet, as it combines high-tech Terminator-style action with cyberpunk hard trips to yield a new kind of mysticism and a new take on the Ghost Rider mythos. Although this incarnation of GR is a persona programmed worker, he's already more human than the Johnny Blaze and Ben Katch versions. These GRs were actually rather bad folks for their human hosts, who made the best of a situation they didn't want or even have a choice in (or at least they didn't fully understand what they were getting into).

In Zack Cochran, you have given us a Ghost Rider who is driven by human motivations, which at times may be less noble than the ideals of avenging and protecting the innocent. For the first time, we can judge a GR on our own terms with no strings attached; no sympathy for the lost's trapped existence and no desire to perish because of its hell-spawned nature.

Here, there is no separation of the intentions, actions and therefore responsibilities of a demon-possessed man. Zaro/GR are one and the same, with one mind. It's also refreshing to see a GR that doesn't have an immeasurable supply of supernatural energy; in fact, this one has to power up periodically, whenever the stellar GRs of most media come down-time.

Of all the 2099 titles, I bet this one will rise to the top. In fact, once it catches on with the non-traditional GR crowd, it'll be even bigger than the regular GHOST RIDER GR 2099; the last solid/high-tech/cyberpunk/super hero around. I can already see the movie!

Enzi Ousoung  
(Address withheld by request)

Actually, Enzi, Lee Konkoli has stated that he envisioned the first five issues of GR 2099 as Ghost Rider 2099: The Movie. By reading all five in a row while eating popcorn and see if it works!

## NEXT-

Ghost Rider 2099 must enter his ex-girlfriend Kylie's very mind to find out why she can't — or won't — wake up. But can Zero handle the awful truth?

# MACHINE

EVAN SKOLNICK — EDITOR BOBBIE CHASE — GROUP EDITOR

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